Wavelets and Approximation

Ronald DeVore

University of South Carolina

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Report Documentation Page

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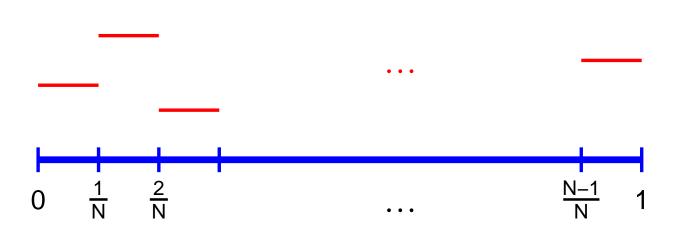
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Typical function in S_n



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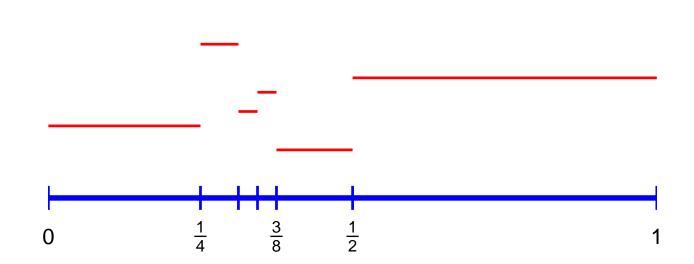
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- Stop when $\mathcal{B}_{\epsilon} = \emptyset$, $\mathcal{P}_{\epsilon} := \mathcal{G}_{\epsilon}$, $N_{\epsilon} := \#(\mathcal{P}_{\epsilon})$

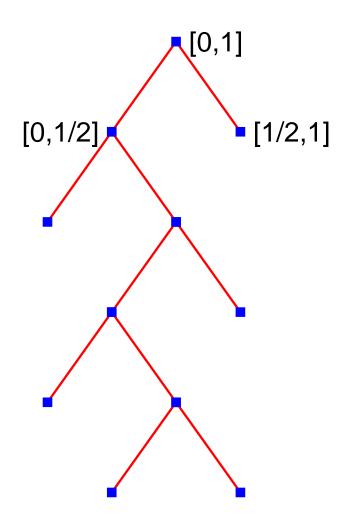
 $m{P}_{\epsilon}(f)$ best approximation to f by piecewise constants on $m{P}_{\epsilon}$

- $a_n(f)_p := \inf\{\epsilon : N_\epsilon \le n\}$

Adaptively generated partition



Tree associated to adaptive partition



Comparison

• Approximation classes: $\alpha>0$ define $\mathcal{A}^{\alpha}(L_p,\ linear\ splines)$ as the set of all $f\in L_p[0,1]$ such that

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- Similarly define $\mathcal{A}^{\alpha}(L_p)$ for the other forms of approximation
- $\mathcal{A}_q^{\alpha}(L_p)$ finer scaling: same approximation order α

$$|f|_{\mathcal{A}_q^{\alpha}(L_p)} := (\sum_{n=1}^{\infty} [n^{\alpha} E_n(f)_p]^q)^{1/q}$$

Approximation Classes: Linear

ullet Fix the L_p space to measure error

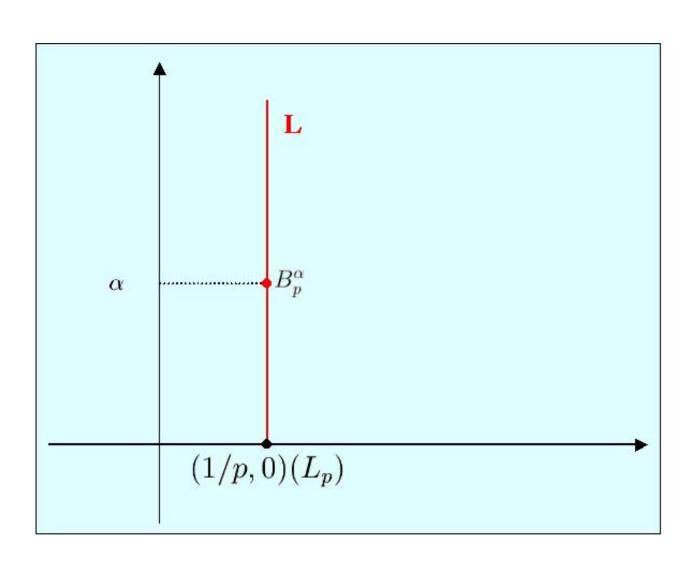
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pproximation: ${\cal A}_{\infty}^s(L_p)$ Besov space of smo



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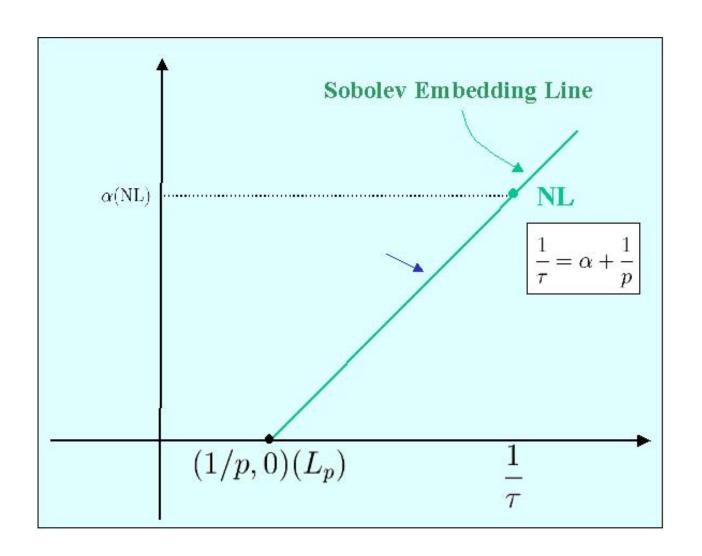
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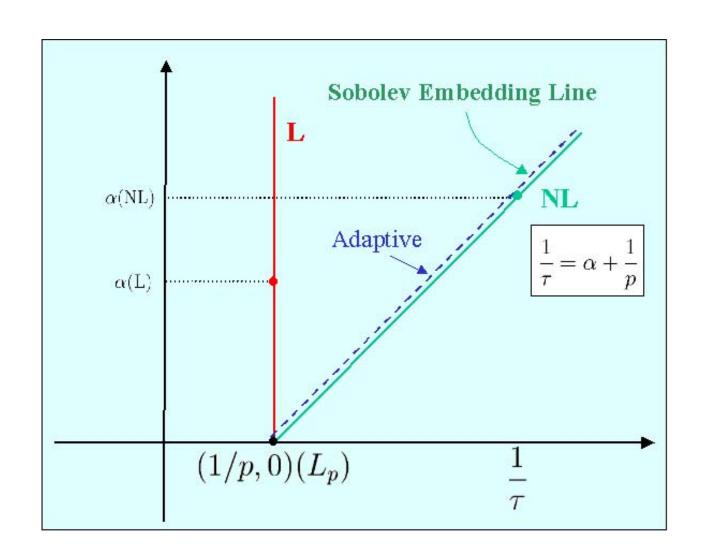
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- Petrushev, DeVore-Popov (splines); DeVore-Jawerth-Popov (wavelets)

Approximation class: free knot splines



Adaptive approximation



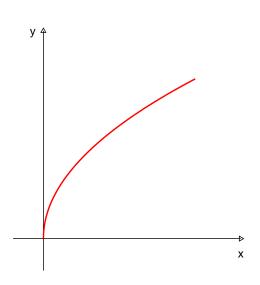
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- Adaptive approximation $f' \in LlogL$: for example $f' \in L_p$ for some p > 1

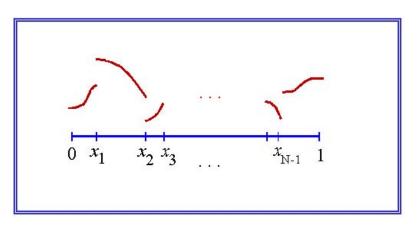
Example: $f(x) = x^{\alpha}$, $0 < \alpha < 1 - 1/p$



$$E_n(f)_p \approx C n^{-(\alpha+1/p)}$$
 $\sigma_n(f)_p \leq C n^{-1}$

Break points/ wavelets concentrate near singularity at 0

Example: piecewise smooth

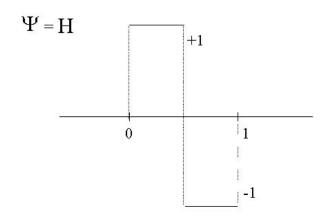


$$E_n(f)_p \ge Cn^{-1/p}$$
 $\sigma_n(f)_p \le Cn^{-1}$

Breakpoints/wavelets concentrate near singularities

Wavelets: Haar Wavelet

$$H(x) := \begin{cases} -1, & x \in [0, 1/2) \\ +1, & x \in [1/2, 1], \end{cases}$$



Wavelets: Haar Basis

$$H_I(x) := 2^{j/2}H(2^jx-k), I = [k2^{-j}, (k+1)2^{-j}]$$

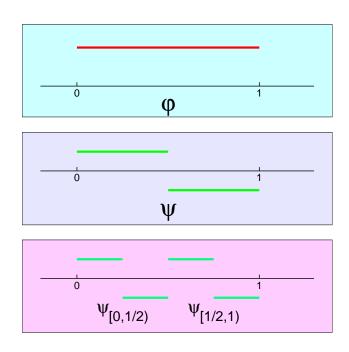
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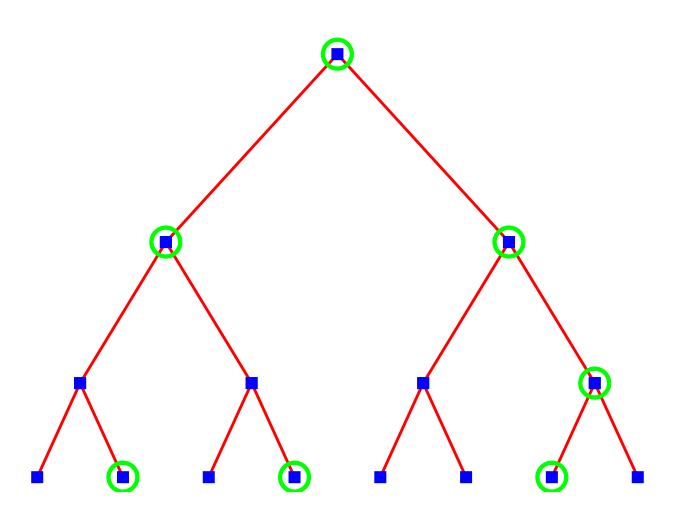
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- $\{\chi_{[0,1]}\} \cup \{H_I\}_{I \in \mathcal{D}_+} \text{ is a complete orthonormal system in } L_2[0,1]$

Haar Basis



Wavelet tree



Natural ordering of dyadic intervals

- Natural ordering of dyadic intervals
- ullet X_n span of first n Haar functions

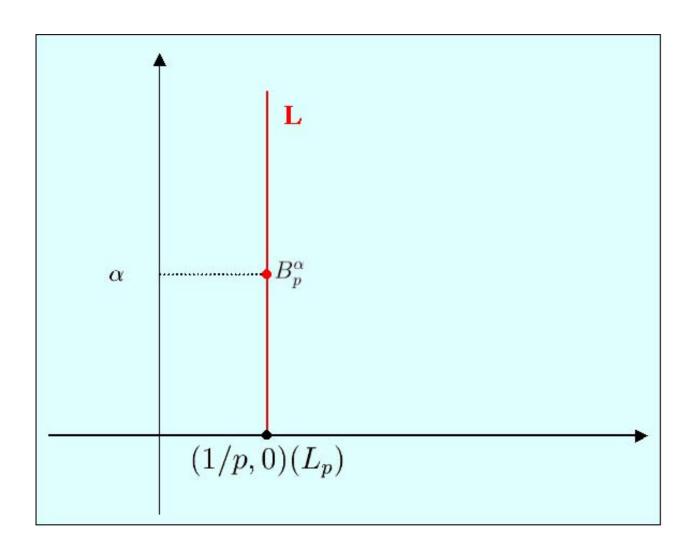
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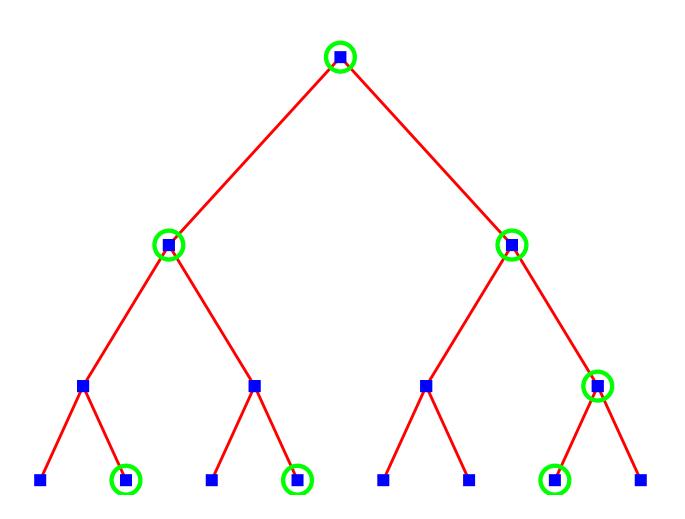
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Linear Wavelet: $\mathcal{A}_{\infty}^{s}(L_{p})=B_{\infty}^{s}(L_{p})$



n-term approximation



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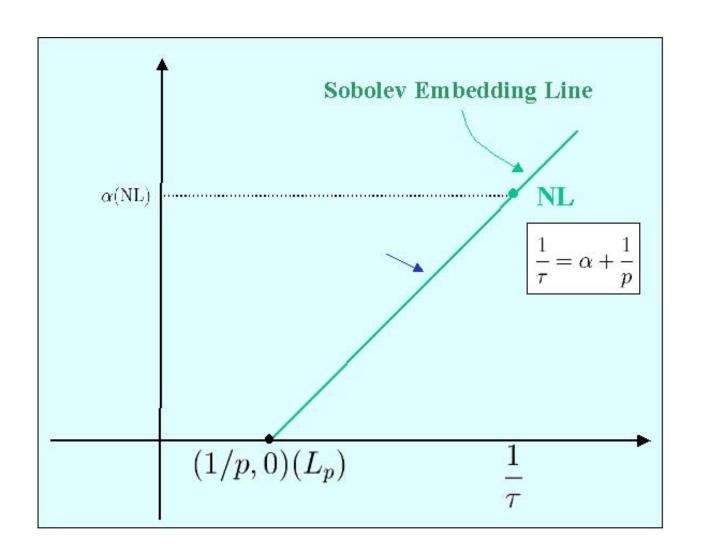
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- DJP: Same strategy works in L_p , 1 , and other spaces (Sobolev)

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Greedy strategy is near optimal

Thresholding is near optimal in ${\cal L}_p$

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- Democratic

$$\frac{\|\sum_{I \in \Lambda} \psi_I\|_X}{\|\sum_{I \in \Lambda'} \psi_I\|_X} \le C$$

whenever $\#(\Lambda) = \#(\Lambda')$

Wavelet Bases

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$$C_1 \min_{j \in \Lambda} |c_j(f)| (\#(\Lambda)^{1/p} \le \|\sum_{j \in \Lambda} c_j(f)\psi_j\|_{L_p}$$

$$\| \sum_{j \in \Lambda} c_j(f) \psi_j \|_{L_p} \le C_2 \max_{j \in \Lambda} |c_j(f)| (\#(\Lambda)^{1/p})$$

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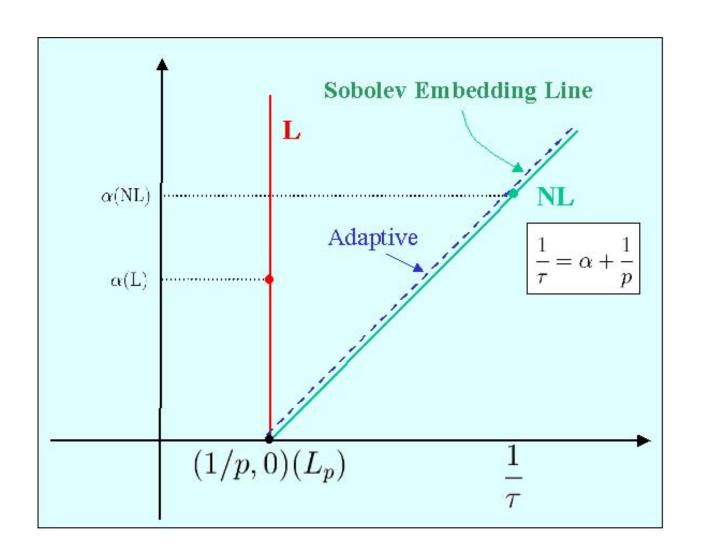
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Approximation properties analogous to adaptive approximation
Cargese – p.36/49

Tree approximation



Extensions

Can replace Haar wavelets by biorthogonal wavelets

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- Approximation results now hold provided $\alpha < r$ where ψ has r vanishing moments and smoothness C^r ,

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- Experimental:

Encoders designed on heuristics

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Precise Mathematical Formulation

Understand rules of game; what it means to be a winner

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Precise Mathematical Formulation
 Understand rules of game; what it means to be a winner

- Two essential ingredients
 - a. metric ρ to measure distortion
 - b. Precise definition of classes K_{α} to be compressed

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smallest distortion for the given bit budget

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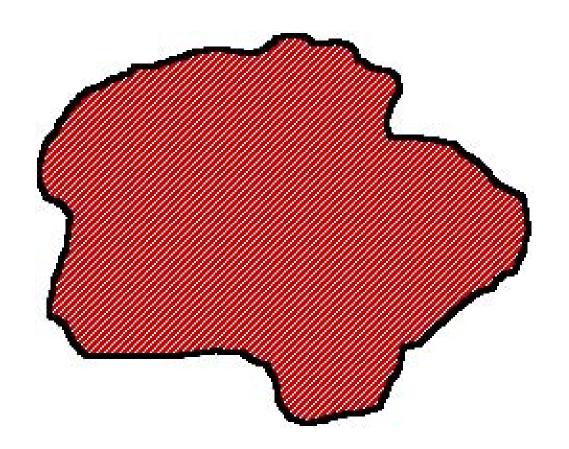
- Typically: $\delta_n(K) \approx n^{-s}$ for some s > 0
- Game: Find encoder/decoder E/D: for all values of n and all classes K_{α} , encoder is near optimal

• Given $\epsilon > 0$

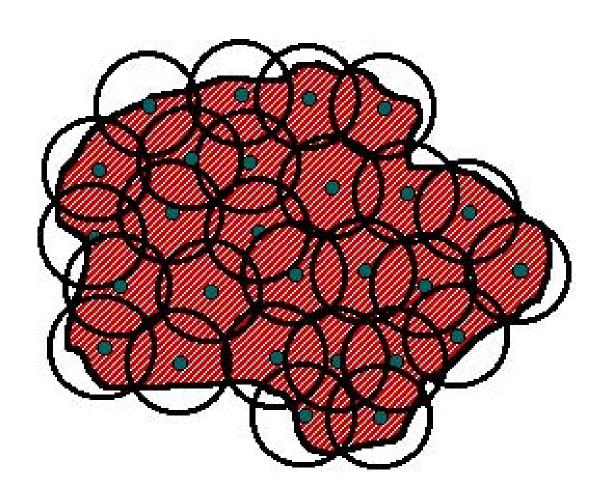
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Covering



Covering



Kolmogorov Entropy

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• $\delta_n(K) = \inf\{\epsilon: H_{\epsilon}(K) \le n\}$

- Given $\epsilon > 0$
- Minimal ϵ cover: $K \subset \bigcup_{i=1}^{N_{\epsilon}} \mathcal{B}(x_i, \epsilon)$
- Kolmogorov entropy of K gives our benchmark
- Usually not practical encoder

The Issues

- 1. The metric: least squares
- 2. The classes
- 3. Determine Entropy of Classes
- 4. Build near optimal Encoders/Decoders

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- EZW, Said-Pearlman,